

TES-106

ENGLISH-Spanish Translator

ENGLISH • ESPAÑOL

User's Guide • Manual del usuario

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Key Guide

Language Key

Toggles the source language between English and Spanish.

Function Keys

Erases a typed character or goes back to the previous screen.

Selects the calculator.

Clears all operations and returns to the source language screen.

Goes to the Databank menu.

Toggles between the source language and the target language, selects a menu item, calculates math functions or toggles between name and phone number in the databank.

Goes to the Games menu.

Displays the main menu.

Turns the translator on and off.

Goes to the Phrases menu.



LANG







Key Guide

Calculator Keys

$A(+), S(-), D(X), F(\div)$	Adds, subtracts, multiplies, or divides numbers.
B (√)	Calculates square roots.
C (C)	Clears the calculator.
H (MC)	Clears the calculator memory.
J (MR)	Retrieves total from the memory.
к (М -)	Subtracts a number from the memory.
L (M +)	Adds a number to the memory.
N (•)	Types a decimal point.
Q - P (0-9)	Types numbers.
v (%)	Calculates percentages.
X (+/-)	Changes the sign (+/-) of a number.
Z (CONV)	Displays conversion menu.
	Direction Keys
⇔	Scrolls right or types a space.
(-	Scrolls left or deletes typed letters.
Ŷ	Scrolls up or accents typed letters.
Û	Scrolls down or accents typed letters.

✓ Auto-Shutoff

If you forget to turn this translator off, it will shut off in two minutes. When you turn on your translator again, operation resumes with your current settings.

Getting Started

To View the Demo

When you first use this product, you will see a demonstration of what it can do.

1. Press ON/OFF.

The demonstration automatically appears.

2. To stop the demonstration, press CLEAR

To Disable or Re-enable the Demo

You probably do not want to view the demonstration every time you use this product. Here is how to disable and re-enable the demonstration:

- 1. Press MENU.
- 2. Use J to select Disable Demo.
- 3. Press ENTER/TRANS.
- 4. To re-enable the demonstration, repeat the above steps. Enable Demo will appear as the selection in Step 2 above.

To Change the Message Language to Spanish

- 1. Press MENU.
- 2. Press 🕂 to scroll to Español, and then press ENTER/TRANS.
- 3. To change the message language back to English, repeat Steps 1 and 2.

✓ About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on the screen. The examples in the English section of this User's Guide use English as the message language.

Translating Words

You can use this translator to translate a word from English to Spanish. You can change the source language at a source language screen by pressing LANG.

- 1. Press CLEAR.
- 2. To change the source language, press [LANG].
- 3. Type a word or a word in a phrase you want to look up.

cat_

To type a space, press \Rightarrow .

To erase a letter, press васк or \langle =.

- 4. Press ENTER/TRANS to translate the word into Spanish.
- 5. If needed, use ① or ① to select a desired form or phrase and press [ENTER/TRANS]. To see a word or phrase that does not fit on the screen, press c) repeatedly.
- 6. Press ENTER/TRANS to toggle between English and Spanish.

Or press BACK to go back to the previous screen.

7. Press CLEAR when finished.

✓ Correcting Misspellings

✓ Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the screen.

Typing Special Characters

You can type accent marks, diacritical marks, non-English letters, and capital letters, but they are not needed to find matches.

Special characters can be typed by first typing the desired letter and then repeatedly pressing \uparrow or \mathcal{T} until the desired character is displayed.

To type a punctuation mark, press $rac{1}{2}$, then press $rac{1}{2}$ or $rac{1}{2}$ repeatedly until the desired character is displayed.

✓ Changing Screen Contrast

To adjust the screen contrast, press cLEAR to go to a source language screen and then press J or T repeatedly to change the contrast.

Translating Phrases

NOTE: The phrases in this product will be listed in the current source language.

- 1. Press PHRS.
- 2. Use ... or ☆ to scroll to a category. For example, choose *Doing business*.
- 3. Press ENTER/TRANS.
- 3. Press ENTER/TRANS.
- 4. Use 几 or 合 to scroll to a phrase or start typing it.

To see a phrase that does not fit on the screen, press \Rightarrow repeatedly.

- 5. Press [ENTER/TRANS] to translate the phrase.
- 6. Press CLEAR when finished.

Storing Names & Phone Numbers

This product has a data bank that can save approximately 100 names and phone numbers. The total amount of names and numbers that you can save depends upon the number of characters in each entry.

To Add an Entry to the Phone List

- 1. Press 🚺.
- 2. Use 1 or 1 to see Add a new entry and then press ENTER/TRANS.
- 3. Type a name and then press [ENTER/TRANS]. Each name can contain up to 23 characters (with letters appearing as capitals only) and spaces. To delete a character, press BACK or ⟨⊐. To type a space, press □).
- 4. Use the numbered keys to type a phone number and then press [ENTER/TRANS].

To type a hyphen between parts of a phone number, press $rac{1}{2}$, then press 1 repeatedly until the hyphen appears.

You cannot type letters in the phone number.

✓ Checking the Memory

To see how much memory is free in the phone list to add more names and numbers, press () and then use I to see % *Free: XX%*.

To View the Phone List

```
1. Press 🕻.
```

- 3. To view a name, type it or use \mathcal{J} .

To delete a letter, press [BACK].

- 4. Press ENTER/TRANS to see the phone number.
- 5. To view another name and number, use or ①, or type a name, and then press ENTER/TRANS.

To Edit Phone List Entries

- 1. Press 🕻.
- 2. Use 1 or 1 to highlight *Edit entry*, then press ENTER/TRANS.
- 3. Type the name you want to edit or use or to select it, then press ENTER/TRANS.
 Follow the screen instructions. Use BACK or to delete characters. Type your changes and then press ENTER/TRANS until the entry is saved. Or press (to cancel the edit.

To Delete an Entry from the Phone List

1. Press 🕻.

- 2. Use ① or J to see *Delete entry* and then press ENTER/TRANS.
- 3. Press J until you see the entry that you want to delete.
- 4. Press ENTER/TRANS.
- 3. Press 🕐 to erase the entry or N to cancel the operation.

To Erase All the Phone List Entries

Warning! This procedure permanently erases all the names and numbers in your phone list.

- 1. Press 🚺.
- 2. Use 1 or J to see *Erase all data* and then press ENTER/TRANS.
- 3. Press Y to erase all the entries or N to cancel the operation.

✓ Keep Copies of Important Data

Warning! Your phone list information is safely stored in memory as long as the battery supplies power. However, if the battery loses all power, this information will be permanently lost. You should always keep written copies of your important information.

Using a Password

You can use a password to keep the information in your phone list private. Your password will be requested whenever anyone turns on the unit and presses **(**).

Warning! After you have set the password, it will be required whenever you try to access the phone list for the first time during a session. So always record your password and keep it in a separate place.

- 1. Press 🚺.
- 2. Use J to see Set the password and then press ENTER/TRANS.
- 3. Type a password and then press ENTER/TRANS. You will be asked to confirm it. Type the password exactly as you typed it the first time and press ENTER/TRANS. Remember to write down your exact password and keep it in a separate place.
- 4. To test the password, press ONOFF twice, press (, type the password, and then press ENTER/TRANS.
- 5. To disable the password, repeat Steps 1 and 2 above, and then press ENTER/TRANS when Enter password appears.

Calculator and Conversions

To Use the Calculator

- 1. Press CALC.
- 2. Use the numbered keys to type a number.

To type a decimal point press $\boxed{\mathbf{N}}$. NOTE: in this product, a (•) is used as a decimal indicator.

To erase a single digit, press BACK.

To clear the calculator, press $\overline{\mathbf{C}}(\mathbf{C})$.

- 3. Press A (+), S (-), D (x), or F (+) to add, subtract, multiply, or divide.
- 4. Type another number.
- 5. Press ENTER/TRANS (=) to calculate the equation. Or press \overline{V} (%) to calculate the percentage.
- 6. To clear the calcultor, press \mathbf{C} (C).

To Use the Calculator Memory

- 1. Perform a calculation as shown above, or simply type a number in the calculator.
- Press L (M +) to add the number to the calculator memory as a positive number or K (M -) to add it to the memory as a negative number. The total in the memory flashes on screen.

 Press C to clear the calculator, or continue performing a calculation.

- 4. To retrieve the figure from the memory, press J (MR).
- 5. To clear the entire calculator memory, press H (MC).

To Use Conversions

1. If not already at the calculator press CALC and then press Z (CONV).

Or press (MENU), press I until Conversions appears, and then press (ENTER/TRANS).

- 2. Use \clubsuit to scroll to a category, and then press ENTER/TRANS to select it.
- 3. Use ↓ repeatedly to scroll to the conversions (i.e., °F→°C) and then press ENTER/TRANS.
- 4. Follow the screen directions to convert and press ENTER/TRANS.
- 5. Press CLEAR when finished.

✓ Converting Money

The first time you select the money converter, you will be asked to set the exchange rate equal to one unit of the home currency. Type an exchange rate and press [ENTER/TRANS]. Next, press \bigcirc or \bigcirc to select a conversion (e.g., *Home* \rightarrow *Other*). Press [ENTER/TRANS], then enter the amount to be converted.

To change the conversion rate, select *Money* from the *Conversions* menu, select *Set Rate*, and type a new exchange rate.

Playing the Games

To Play Hangman

Hangman selects a mystery word and lets you try to guess it letter by letter.

- 1. To change the language of the mystery word, press [LANG].
- 2. Press GAMES.
- 3. Press J. until Hangman appears and press
- 4. Type your guesses. The ?'s represent letters of the mystery word. The numbers show how many guesses remain.
- 5. To show the word and end the round, press [ENTER/ITRANS].
- 6. Press ENTER/TRANS again to play a new round.

To Play Quiz

Quiz tests your translation skills. Note: To change the language for Quiz, you must change the source language before you play. See "Translating Words" for more information.

- 1. Press GAMES.
- 2. Press J until Quiz appears and press [ENTER/TRANS]. Say the word and try to guess its translation.
- 3. Press ENTER/TRANS to see its translation.
- 4. Press ENTER/TRANS again to start a new round.

Specifications

Model TES-106: English-Spanish Translator

- Battery: 1 CR2032, lithium
- Size: 2.7 x 3.9 x 0.3 in
- · Weight: 1.6 oz

Replacing the Battery

This product uses one CR2032, 3-volt lithium battery. Should you need to replace the battery, unscrew the screws on the back with a very fine screwdriver and carefully remove the back cover. Then install a new battery, plus sign (+) facing you, and replace the cover.

Contacts

For registration and sales call 1-800-266-5626 (U.S. only) or visit us at www.franklin.com. Please have your product number (*TES*-*106*) and date of purchase handy when you call to register. For customer service call 609-239-4333. For technical support call 609-386-8997.

Cleaning, Storage, Problems

To clean, spray a mild glass cleaner onto a cloth and wipe its surface. Do not spray liquids directly on this product. Do not use or store this product in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with this product, refer to the warranty.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing *mores*, or by removing/replacing batteries.

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Limited Warranty (outside U.S.)

This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

FCC Notice

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient or relocate the receiving antenna.

-Increase the separation between the equipment and receiver.

-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

-Consult the dealer or an experienced radio/TV technician for help. **NOTE:** This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

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